

THE WALKING DEAD

SEASON TWO



A TELLTALE GAMES SERIES

INSTRUCTION MANUAL

CONTROLS



CONTROLS


Move character..... left stick

Move camera/reticle.....right stick

Action/Dialog buttons , , , 

Fast Walk  button

Inventory.....directional button

Pause 


Note: To switch to touch controls at any time, simply tap the touchscreen.

INTRODUCTION

The Walking Dead: Season Two, a five-part game series that continues the story of Clementine, a young girl orphaned by the undead apocalypse. Left to fend for herself, she has been forced to learn how to survive in a world gone mad.

Many months have passed since the events seen in Season One of *The Walking Dead*, and Clementine is searching for safety. But what can an ordinary child do to stay alive when the living can be just as bad – and sometimes worse – than the dead? As Clementine, you will be tested by situations and dilemmas that will test your morals and your instinct for survival. Your decisions and actions will change the story around you.

HOW TO PLAY

To move Clementine around the environment, move the left stick. To interact with objects or people within the environment, move the reticle using the right stick. Objects or characters that can be interacted with will have a selection node, represented by a  on or near them.







HOW TO PLAY


To select a ●, move your reticle over it and press the appropriate button as prompted on-screen.



To move Clementine around the environment using touch controls, drag your finger across the touchscreen. Objects or characters that can be interacted with will have a selection node, represented by a ● on or near them. To select a ●, tap it with your finger. Occasionally after tapping a ●, a second set of icons will appear representing different actions; tap one of these icons to complete the action with the object or character.

ACTION

The Walking Dead includes action scenes that require time-sensitive input to allow progression or survival. When indicated on-screen, press or tap , , , or . A pulsing button indicates actions that require a button to be rapidly tapped. You will sometimes be prompted to dodge by pressing the indicated direction on the left stick.

You will occasionally be prompted to pick between directions or between people; choose left or right using the left stick.

To walk faster, hold the  button while pressing on the left stick.

If you are using touch controls, tap  symbols during action sequences to interact with objects or characters. When a rapidly pulsing  symbol appears, quickly tap the screen. When an arrow appears on-screen, drag or swipe in the indicated direction to complete the action.

CONVERSATION



Conversation with non-player characters is a huge part of *The Walking Dead*. What you choose to say—or NOT say—could have a dramatic effect on your story. Many choices are timed (represented by a shrinking horizontal bar across the screen), so you'll have to think fast and live with the consequences! You may choose one of up to four options presented on-screen.

Press the button associated with your choice. In touch controls, tap a dialogue choice to select it.

Note: Silence is a valid option, represented on-screen by an ellipsis [...].



MAIN MENU

Navigate the menu using the left stick; confirm choices with  or back out with . In touch controls, tap your choice or press the “return arrow” to back out to the previous menu.

PLAY: Start a new game or continue from a previous checkpoint.



MAIN MENU

EPISODES: Check the status of purchased, installed, or upcoming episodes. You may also purchase a season pass.

MY CHOICES: View PLAYER CHOICES

SAVE FILES: Select or delete one of four save files.

HELP & OPTIONS: Manage CONTROLS, AUDIO/VIDEO, GAMEPLAY, and CREDITS.

PAUSE MENU

RESUME GAME: Resume the game at the point you left off.

HELP & OPTIONS: Manage CONTROLS, AUDIO/VIDEO, GAMEPLAY, and CREDITS.

MAIN MENU: Exit out of gameplay and return to the Main Menu (all progress past your last auto-save will be lost).



EPISODE SELECT

By swiping left and right on the screen, you can move between each episode of *The Walking Dead*. You can start from the beginning or “rewind” to previously completed checkpoints. It is recommended that you play through each episode in order to enjoy the best possible experience. You can also change your current save file from this screen by making the appropriate selection.

NOTE: Starting from a later episode without completing all previous episodes will generate random game decisions for skipped content.



REWINDING

During an episode, checkpoints are reached that you can rewind to at any point – return to the Main Menu, navigate to the desired episode, and choose the “Rewind” option. These checkpoints are labeled by chapter with a graphical representation of the scene that you will rewind into. This option allows you to replay part of an episode to change your decision, without having to replay the entire episode.



NOTE: When rewinding, you will be asked to choose a save slot. All progress past a rewind point will be lost. Previous save games will be deleted if you opt to overwrite a save file containing data.

EPISODES

Purchase the Season Pass or buy individual episodes from this screen.

NOTE: Save on all 5 episodes by purchasing the Season Pass!

THE WALKING DEAD
SEASON TWO

SEASON PASS
Best Value! Save on all 5 episodes of The Walking Dead: Season 2 and play them as they become available!

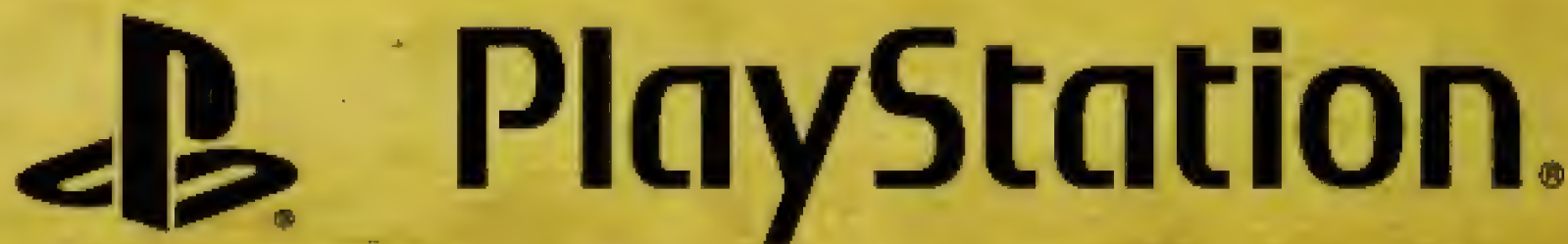
BUY!

EPISODES

EPISODE 1 ALL THAT REMAINS	INSTALLED
EPISODE 2 A HOUSE DIVIDED	Coming Soon
EPISODE 3 IN HARM'S WAY	Coming Soon
EPISODE 4 AMID THE RUINS	Coming Soon
EPISODE 5 NO GOING BACK	Coming Soon

X Buy O Previous Menu

For more information on this
game please visit
www.playstation.com





WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



GAME CARD PRECAUTION – PART 2

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

• However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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LIMITATIONS

If the 90-day limited warranty period has expired, but within one (1) year from the original purchase, defective Products may be replaced by the original purchaser for a replacement fee of \$25.00, which Telltale may waive or lower in its discretion. The original purchaser must first contact Telltale's Technical Support Department and receive authorization to make the return. Telltale reserves the right to have the original purchaser cover shipping costs. Telltale does not process unauthorized returns.

WARRANTY AND CONTACT INFORMATION

Phone: (415) 258-1638 (hours are 9:00AM to 6:00PM Pacific Standard Time, Mon-Fri, except holidays).

TECHNICAL SUPPORT

CONTACT US ON THE WEB: Visit our site at www.telltalegames.com/support/. From here, you can browse through our Frequently Asked Questions (FAQ) which is our database of known problems and solutions. If your question is not answered there, you can also post on our forums at www.telltalegames.com/forums/. We work very hard to respond to emails within a day or two.

CONTACT US BY EMAIL: You can reach our support team at support@telltalegames.com.

CONTACT US BY MAIL: You can contact us by standard mail by writing to Telltale Games Support • P.O. Box 9737 • San Rafael, CA 94912-9737

PHONE: (415) 258-1638 (hours are 9:00AM to 6:00PM Pacific Standard Time, Mon-Fri, except holidays).

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